Microzine®

30

STUDENT HANDBOOK AND TEACHER'S GUIDE

SCHOLASTIC

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GETTING STARTED

Read this Handbook for instructions on using each *Microzine* feature.

Apple Computers Equipment You Need

1. Monitor or TV
2. 64K Apple II Plus, *II*e, IIc, IIc Plus, or IIGS
3. Disk drive

Apple ® is a registered trademark of Apple Computer, Inc.

Loading *Microzine*

1. Open the disk drive door.
2. Hold the disk with the label end facing you.
3. If you have a 3.5-inch disk, insert the disk slowly with the label facing up. If you have a 5.25-inch disk and the program you want is on Side 1 of the disk, insert the disk slowly with the label facing up. If the program you want is on Side 2 of the disk, insert the disk slowly with the label facing down.
4. Close the drive door.
5. Turn on the computer and monitor (or TV).

NOTE: Never remove or insert a disk while the disk drive's red light is on.

MS-DOS Computers
Equipment You Need

1. Monitor or TV
2. 256K IBM with a Color Graphics Adapter (CGA), Tandy 1000, or any 100% compatible
3. Disk drive
4. Disk Operating System (DOS), version 2.0 or higher

Loading DOS

You must load DOS into your computer before you can load *Microzine*.

1. If you have a hard drive, turn the computer on.

   If you have DOS on a 5.25-inch disk or on a 3.5-inch disk, open the drive door and insert the disk. Turn the computer on.

2. You will see a DOS prompt. The prompt will be a letter followed by a greater-than sign (A>, for example). The letter of the prompt corresponds with the disk drive.

3. If you want to load *Microzine* in the drive that corresponds with the letter of the prompt (for example, if the DOS prompt is A> and you want to load *Microzine* into drive A), put the *Microzine* disk in that drive.

   If you want to load *Microzine* in a drive that is different from the drive indicated by the DOS prompt (for example, the prompt is A> and you want to load *Microzine* in Drive B), type the letter of the drive and a colon, then press Enter (for example, type **B:**, then press Enter). You will see a new DOS prompt (for example, B>). Put the *Microzine* disk in the drive.

Loading *Microzine*

Choose a program you want to load. Find the disk with that program's name on the label. If the program you want is on Side 1 of the disk, insert the disk in the drive with the label facing up. If the program you want is on Side 2 of the disk, insert the disk in the drive with the label facing down.

Type these commands to load the *Microzine* programs:

***MICROZINE* GUIDE:** Type **MZ** and then press Enter.

NOTE: You may also load the other Microzine *programs from within the* Microzine *Guide. Choose Programs and then choose the* Microzine *program you want to load. Choose the option, Start the Program, and then press Enter.*

POSTER MAKER: Type **PM** and then press Enter.

TOWARD THE NORTH STAR: Type **TTNS** and then press Enter.

CONTRAPTIONS: Type **C** and then press Enter.

DOUBLE VISION: Type **DV** and then press Enter.

NOTE: In each issue of Microzine, *you may load any program by typing the initials of the program name at the DOS prompt.*

If the *Microzine* program does not appear on the screen, read the instructions once more, starting with "Loading DOS," and try again.

USING *MICROZINE*

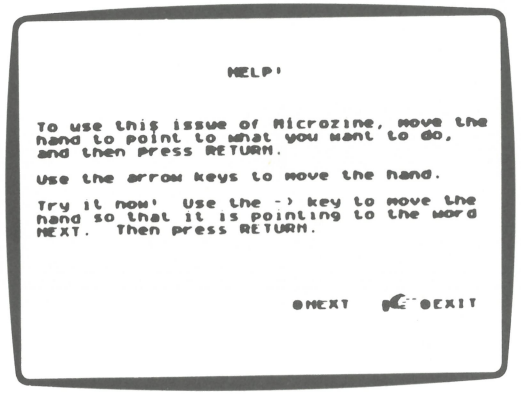
Using the *Microzine* Hand

You will use the *Microzine* Hand icon in most of the programs and features in this issue of *Microzine*. Use the arrow keys or I, J, K, or M to move the Hand.

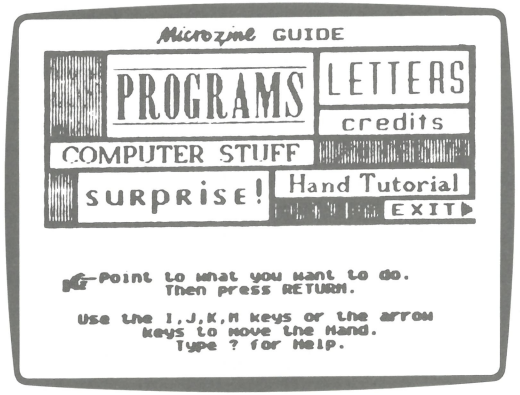
Use the Hand to point to what you want to do, and then press Return or Enter.

There are three different ways to point to what you want to do:

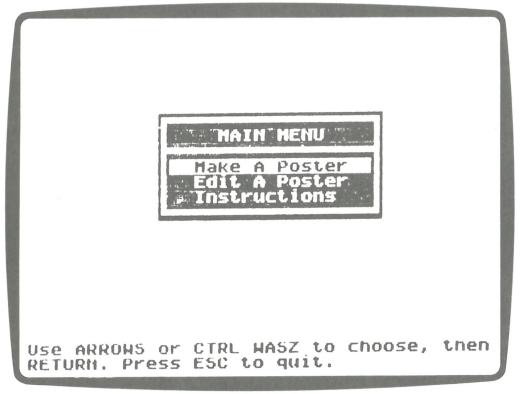
1. Make the Hand touch some part of the word that describes what you want to do. If you want to exit a program or screen, make the Hand touch the word Exit, or the circle in front of Exit, and then press Return or Enter.


HELP!
To use this issue of Microzine, move the hand to point to what you want to do, and then press RETURN.
Use the arrow keys to move the hand.
Try it now! Use the -> key to move the hand so that it is pointing to the word NEXT. Then press RETURN.
NEXT
EXIT

2. Make the Hand point to a box that contains a word that describes what you want to do, such as the boxes on the Table of Contents. Make the Hand touch any part of the box, and then press Return or Enter.



3. Make the Hand move a highlight bar over what you want to do. Main menus will use highlight bars. Make the Hand move a highlight bar over what you want to do, and then press Return or Enter.



The *Microzine* Guide

There are seven features in the *Microzine* Guide. They are Programs, Computer Stuff, Credits, Letters, Hand Tutorial, Surprise, and Exit. The features are listed in a collection of boxes on the screen. Each box is labeled.

Use the Hand to point to the box that describes what you want to do. For example, to read the Credits, use the Hand to point to the box labeled Credits, and then press Return or Enter.

Programs

Use the Hand to point to Programs on the *Microzine* Guide, and then press Return or Enter, to read a description of the programs in this issue of *Microzine* or to load a program from this issue of *Microzine*.

Computer Stuff

Use the Hand to point to Computer Stuff on the *Microzine* Guide, and then press Return or Enter to see a list of the functions in Computer Stuff. See "Computer Stuff," on page 38.

Credits

Use the Hand to point to Credits on the *Microzine* Guide, and then press Return or Enter, to see the credits for this issue of *Microzine*.

Letters

Use the Hand to point to Letters on the *Microzine* Guide, and then press Return or Enter, to read letters from the *Microzine* Editor and *Microzine* readers.

Hand Tutorial

Use the Hand to point to Hand on the Table of Contents, or press ?, and then press Return or Enter to learn how to use the *Microzine* Hand. Also, see "Using the *Microzine* Hand," on page 8.

Surprise

Exit

Use the Hand to point to Exit on the *Microzine* Guide, and then press Return or Enter to quit using *Microzine*.

Control (Ctrl) Keys

Sometimes you will have to press the Control (Ctrl) key and another key at the same time. This will be written as Ctrl-(the key). For example, if you see Ctrl-N, it means press the Control key and the N key at the same time.

Apple *IIe*/IIc/IIGS

To use *Microzine* on the Apple *IIe*, IIc, or IIGS, press Caps Lock down.

Sound

To turn the sound On or Off in any *Microzine* feature, press Ctrl-N when you are using that feature.

Troubleshooter

We have included this new section in the *Microzine* Handbook to help you if you run into problems using *Microzine*. Each *Microzine* program is documented in the Handbook, and specific hints for using the program are included there. However, we occasionally receive calls about more general problems.

Loading *Microzine*

If *Microzine* does not appear on the screen, turn the computer off. Then turn it back on and try again. Make sure the disk drive door is closed and check to see that the disk drive is hooked up correctly.

Printing

Although *Microzine* is now compatible with more printers and more printer cards than ever before, we occasionally hear from customers who are having trouble printing material from a program. Most problems are caused by improper printer or interface card settings. Here are some solutions:

- If you have an *Apple IIc* computer, tell the Classroom Publishing program that you have an Apple IIc Serial Port printer interface card.
- If you have an *Apple IIGS* computer, tell the Classroom Publishing program that you have an Apple Firmware printer interface card.
- If you have a *Grappler C* printer interface card, tell the Classroom Publishing program that you have an Apple IIc Serial Port printer interface card.
- If you have a *TexPrint* printer interface card, tell the Classroom Publishing program that you have a Grappler + printer interface card.
- If you have a *ProGrappler* printer interface card, tell the Classroom Publishing program that you have an Apple Parallel printer interface card.
- If you have a *parallel* printer interface card that is not listed in the program, tell the Classroom Publishing program that you have an Apple Parallel printer interface card. If you continue to have problems, try the other parallel printer interface cards on the list.

POSTER MAKER

***Microzine*'s Classroom Publishing Feature**

What You Will Find

With "Poster Maker" you will design and print your own posters. You may choose from 18 pieces of clip art and eight backgrounds to decorate your poster. Then print your poster in small or large size.

You may use backgrounds made with two other Classroom Publishing programs, "Screen Artist" (issue 29) and "Presenting!" (issue 31) in your "Poster Maker" posters.

You may make extra copies of "Poster Maker" to share with your friends. See "Copy a Program," on page 38, to learn how.

Data Disk

To use "Poster Maker," you will need a data disk initialized by the Computer Stuff feature in *Microzine* (page 39). Now is the time to initialize a data disk.

Printer Setup

You need to tell "Poster Maker" about your computer setup. The program will display a menu of options for printing. They are Done, Printer, Card, Slot, and Line Feed.

- Done: Use the Hand to choose Done and press Return or Enter when you have told "Poster Maker" about your computer setup.
- Printer: Use the Hand to choose Printer and press Return or Enter. The program will display a list of printers.

Use the arrow keys or Ctrl-WASZ to choose a printer, and then press Return or Enter.

- Card: Use the Hand to choose Card and press Return or Enter. The program will display a list of interface cards.

Use the arrow keys or Ctrl-WASZ to choose a printer interface card, and then press Return or Enter.

NOTE: Although Microzine *is now compatible with more printers and more printer cards than ever before, we occasionally hear from customers who are having trouble printing material from a program. Most problems are caused by improper printer or interface card settings. Please see "Troubleshooter," on page 11, for solutions to some printing problems.*

- Line Feed: "Poster Maker" assumes that you want the Line Feed option turned on. If you want the Line Feed Option turned off, use the Hand to choose Line Feed, and press Return or Enter. The program will ask if you want Line Feed.

Use the arrow keys or Ctrl-WASZ to choose Yes or No, and press Return or Enter.

The Line Feed option moves the paper through your printer one line at a time. Some hardware (printers, or printer cards, for example) automatically moves the paper through the printer one line at a time, so you will want the Line Feed option turned off (No).

Some hardware does not automatically move the paper through the printer one line at a time so you will want the Line Feed option turned on (Yes).

To test whether you need the Line Feed option turned on or off, print a "Poster Maker" graphic or text.

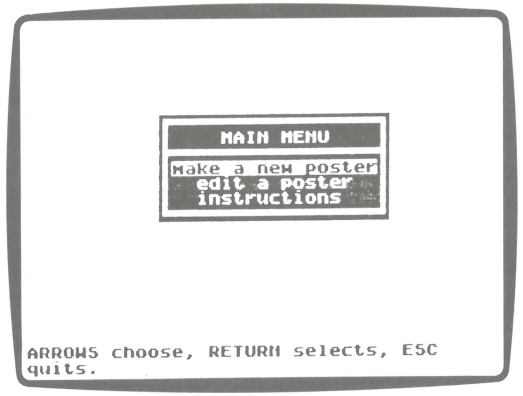
If the graphic or text appears as one solid black line, you need to have the Line Feed option turned on.

If the graphic or text appears with white line spaces between the lines of the graphic or text, you need to turn the Line Feed option off.

You don't have to choose these options each time you use "Poster Maker." It remembers.

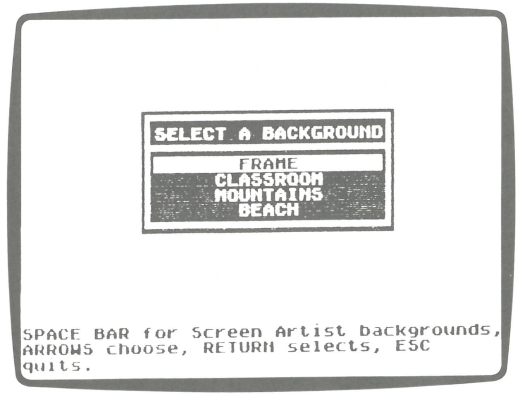
"Poster Maker" MAIN MENU

The "Poster Maker" MAIN MENU has three functions, or things you may do. They are MAKE A POSTER, EDIT A POSTER, and HELP.



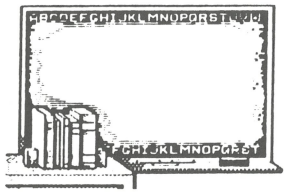
MAKE A POSTER

Choose this function to make a new poster. First select a background for your poster.

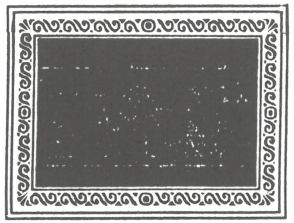


Select Background

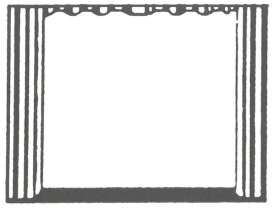
There are four backgrounds from which you may choose. They are:



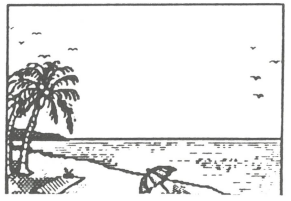
Classroom



Picture Frame



Stage



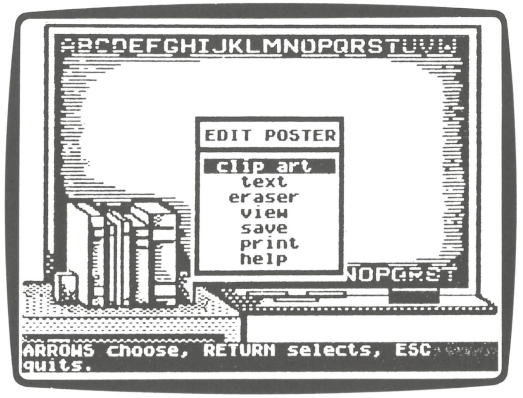
Beach

Use the arrow keys or Ctrl-WASZ to select the background you want, then press Return or Enter. The background will appear on the screen. Now you may use any of the other "Make a Poster" options.

"Make a Poster" Options

There are seven "Make a Poster" options from which you may choose. They are Make a Poster, Clip Art, Text, Eraser, View, Save, Print, and Help.

The Options menu will appear on top of your background.



Use the arrow keys or Ctrl-WASZ to select the option you want, then press Return or Enter.

- Clip Art: Choose this option to select clip art. You may "stamp," or place, clip art anywhere on your poster, as many times as you like.

There are 18 pieces of clip art from which you may choose. They are:

Palette

Phone

Bells

Sunshine

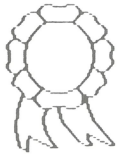
Birthday Cake

Cloud

Key

Girl

Gift Box


Blue Ribbon

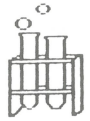
Moon

Camera

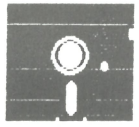
Hearts

Boy

Snowflake

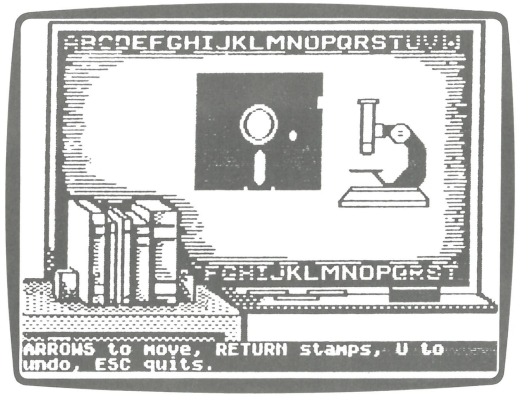

Test Tubes

Microscope


Disk

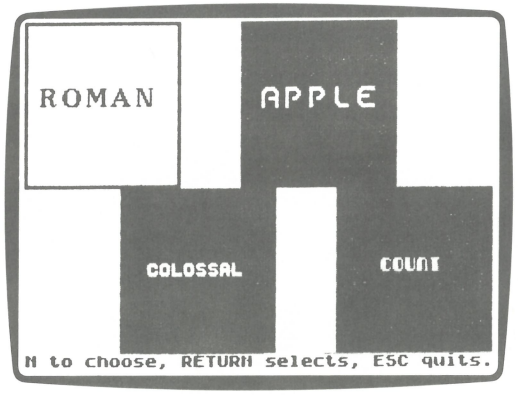
Use the arrow keys or Ctrl-WASZ to select a piece of clip art, then press Return or Enter.

Use the arrow keys or Ctrl-WASZ to position the clip art on your background. Then press Return or Enter to stamp it in place. You may stamp clip art as often as you like.



You may press U to undo the last stamp. Press Esc to return to the Options menu.

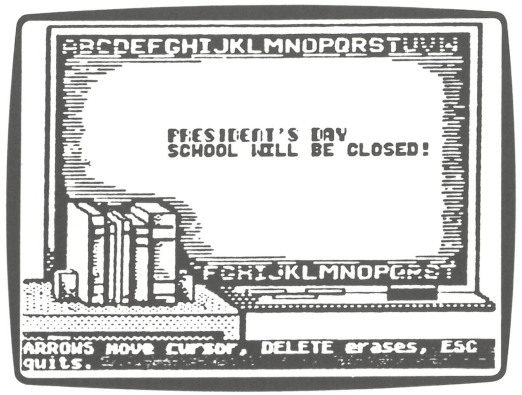
- Text: Choose this option to write text on your poster. There are four fonts from which you may choose. They are Roman, Apple, Colossal, and Count.



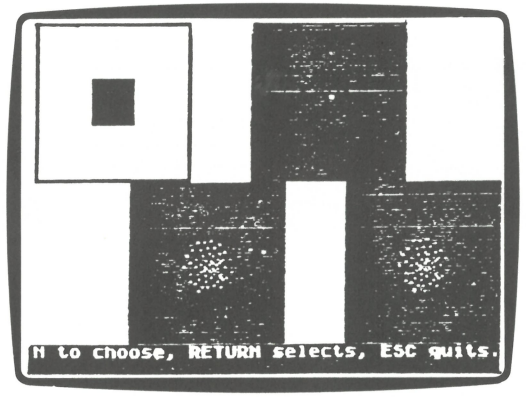
Use the arrow keys or Ctrl-WASZ to select a font, then press Return or Enter.

Use the arrow keys or Ctrl-WASZ to position the cursor on your background where you want to type text. Then press Return or Enter.

Use the Delete key or Ctrl-D to delete text. Press Esc to return to the Options menu.

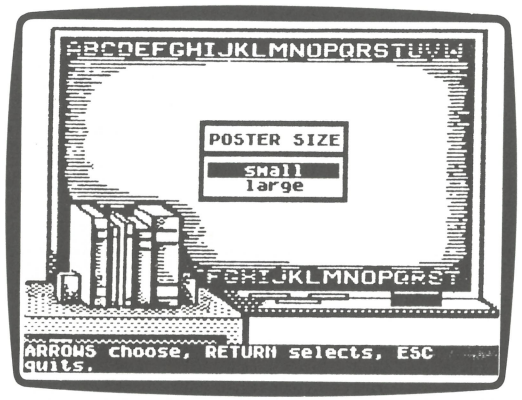


- Eraser: Choose this option to erase your poster. There are four erasers from which you may choose. They are:



Use the arrow keys or Ctrl-WASZ to position the eraser over the area you want to erase. Then press Return or Enter. You can choose how much or how little you would like to erase by moving the arrow keys or Ctrl-WASZ. When you are ready to stop erasing, press Return or Enter. Press Esc to return to the Options menu.

- View: Choose this option to see your entire poster, without the prompt lines on the bottom of the screen. Press Esc to return to the Options menu.
- Save: Choose this option to save your poster on a data disk. The program will ask you to type a name for your poster. It may be up to 13 characters long. Type a name and press Return or Enter. Press Esc to return to the Options menu.
- Print: Choose this option to print your poster. There are two poster sizes in which you may print. They are Small (2 pages) and Large (8 pages). Use the arrow keys or Ctrl-WASZ to select a poster size, and press Return or Enter.



Press Esc to stop printing. When your poster is printed, separate the printed pages according to the directions that will be printed along with your poster. Then paste your poster together.

NOTE: The Print option will only appear on the "Make a Poster" menu if you told "Poster Maker" that you have a printer.

- Help: Choose this option to read instructions on how to use the "Make a Poster" options.

EDIT A POSTER

Choose this function to work on a poster saved on a data disk. Use the arrow keys or Ctrl-WASZ to select a saved poster, and press Return or Enter.

HELP

Choose this option to read instructions on how to make or edit a poster.

Hints

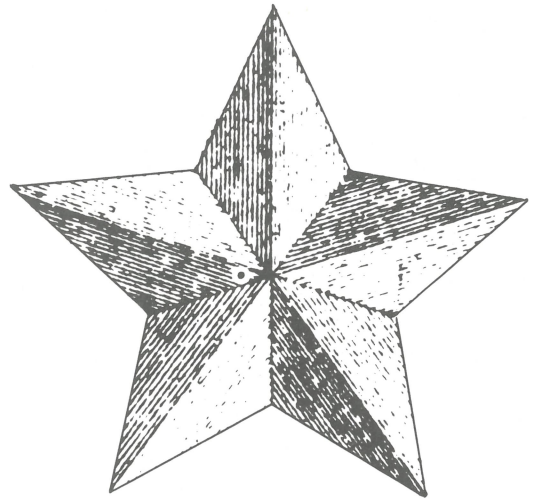
There are many fun ways you can use "Poster Maker." Make posters for:

meetings
dances
sporting events
school plays
bake sales
garage sales
decoration
super-large greeting cards
book jackets
wrapping paper for gifts

Have fun!

TOWARD THE NORTH STAR

A Twistaplot ™ Adventure



Imagine you're living in Ohio in 1850. You have the chance to help runaway slaves reach freedom in the north. You will meet famous historical figures like Harriet Tubman. You'll also meet danger!

What You Will Find

You will first hide, and then lead runaway slaves to safety in Canada. But be careful. Evil slave catchers lurk in the dark. Good luck!

Moving Through the Forest

Use these keys to move through the forest maze.

Apple II Plus	Apple *I*/e/IIc/IIGS	MS-DOS
I to move up	I or ↑ to move up	↑ to move up
J to move left	J or ← to move left	← to move left
K to move right	K or → to move right	→ to move right

Password

When you stop reading "Toward the North Star," remember the last password you learned in the story.

The next time you play "Toward the North Star," you will be asked, "Do you know the Underground Railroad password?"

Type the last password you learned in the story to continue your adventure from where you left off.

If you don't know a password, or if you never played "Toward the North Star" before, just press Return or Enter. You will begin your adventure from the beginning of the story.

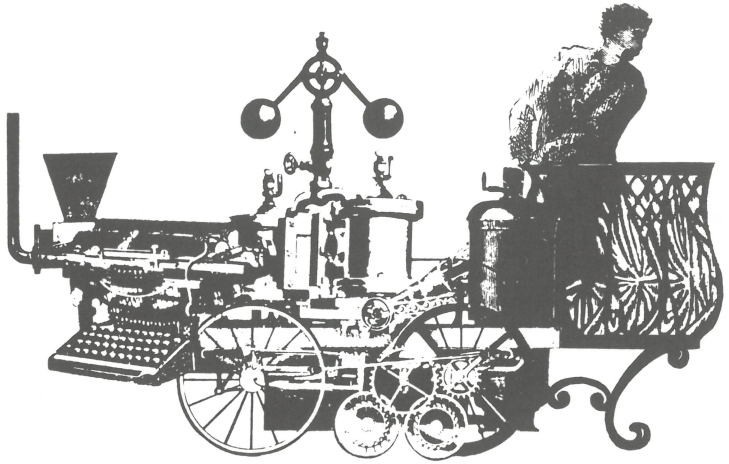
Helpful Hints

Here are a few hints to help you on your journey north:

- Draw a picture of the hand signals you learn.
- When decoding messages, or sending messages in code, it is important to use the exact word or phrase that is in the Code Book. The success of your trip depends on it!
- Remember any passwords you learn! You must repeat them correctly to the people you meet to successfully complete your journey.

CONTRAPTIONS

A Critical Thinking Feature



"Help! Help!" your friend screams. She is stuck on a balcony with no way to get down! Can you build a contraption and rescue your friend?

What You Will Find

You will move objects found in the Object Room to the Balcony Room. Then you will use these objects to build a contraption that will allow you to reach your friend on the balcony.

Data Disk

To use "Contraptions," you will need a data disk initialized by the Computer Stuff feature in *Microzine*. Now is the time to initialize a data disk (page 39).

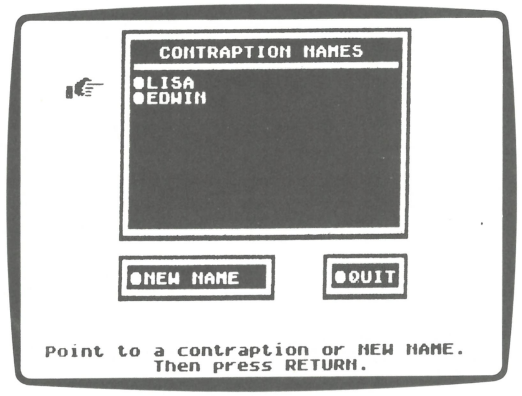
Moving the Hand

Use the following keys to move the Hand:

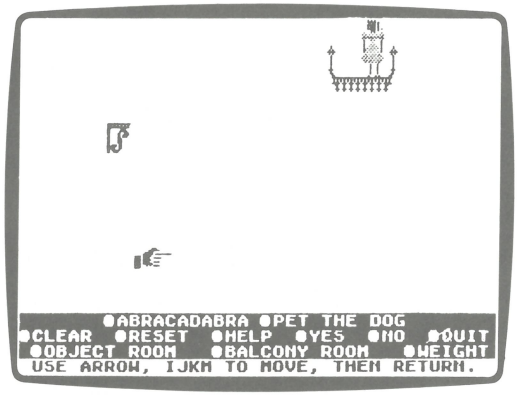
Apple II Plus	Apple *IIe*/IIc/IIGS	MS-DOS
I to move up	↑ to move up	↑ to move up
J to move left	← to move left	← to move left
K to move right	→ to move right	→ to move right
M to move down	↓ to move down	↓ to move down

Building a New Contraption

To build a new contraption, put your data disk in Drive 1. Use the Hand to choose New Name and then press Return or Enter.



You will see the Balcony Room screen with your friend on the balcony and a small shelf on the wall.



Working on an Old Contraption

To work on a contraption saved on a data disk, put your data disk in Drive 1. Use the Hand to choose the contraption on which you want to work, and press Return or Enter.

You will see the Balcony Room screen, with your contraption in it.

Balcony Room

You will build your contraption in the Balcony Room. You cannot see the walls and floor of the room, but they are there! The program will not allow you to place objects below the level of the floor or beyond the walls.

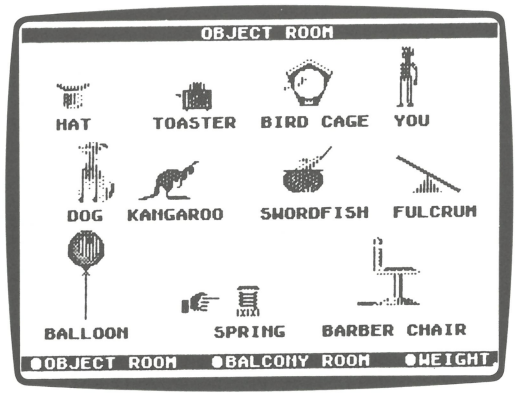
Experiment to find the walls and floors of the room. You may place the objects anywhere in the room.

NOTE: The You object can only be placed on the floor of the Balcony Room.

Beware of the gravity in the Balcony Room. Objects placed in mid-air will probably fall down! Objects that are lighter than air will float up!

Object Room

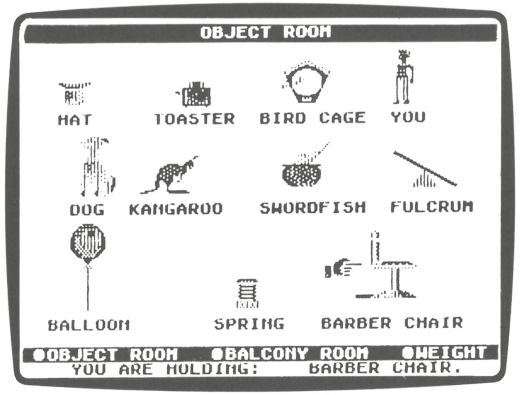
The Object Room contains all the objects you may use in your contraption.



Use the Hand to point to objects you want and press Return or Enter to pick them up. You may only pick up one object at a time.

Moving Objects

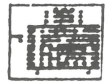
To move an object you must first pick it up by moving the Hand next to the object and pressing Return or Enter. The object will remain in its original position, and you will see a message telling you the name of the object you are holding. For example, if you pick up the barber chair, the message will say, "You are holding: Barber Chair."



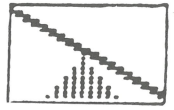
To put the object down, position the Hand where you want to place the object and press Return or Enter. The object will appear in its new position.

The program thinks the objects are bigger than they appear to be. Each object is inside an invisible box that the program can see, but you cannot. Here are all the objects you may use to build your contraption. The dotted lines surrounding each object show the invisible box around the object, so you may see exactly how big the program thinks the objects are.

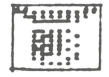
Bird Cage



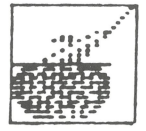
Toaster



Fulcrum



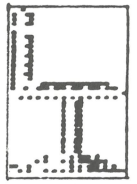
Magician's Hat



Swordfish

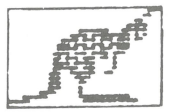
Spring

Dog

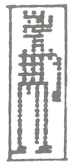


Barber Chair

Balloon



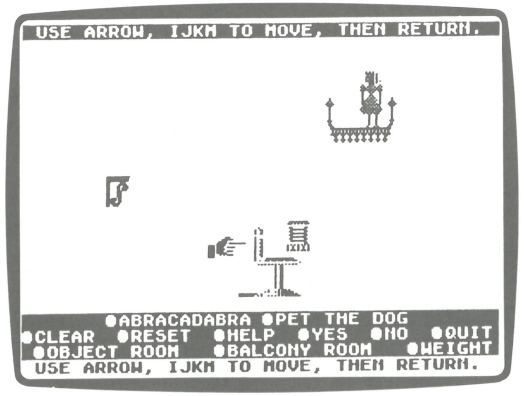
Sleeping Kangaroo



You

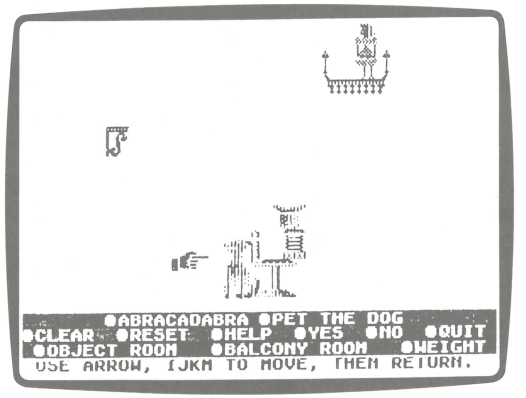
Positioning Objects

If objects are positioned near each other, it may look as if the Hand is pointing to one object, when it is really pointing to another. For example, position the spring on the seat of the barber chair.


USE ARROW, IJKM TO MOVE, THEN RETURN.
●ABRACADABRA ●PET THE DOG
●CLEAR ●RESET ●HELP ●YES ●NO ●QUIT
●OBJECT ROOM ●BALCONY ROOM ●WEIGHT
USE ARROW, IJKM TO MOVE, THEN RETURN.

If you position the Hand next to the spring, the program will pick up the barber chair even though it looks as if the Hand is pointing to the spring.

You may place objects so they are overlapping, or even on top of each other.



Beware: When one object touches another, it may cause the object to behave in a surprising way. For example, if an object falls onto the spring, it will probably pop up off the spring!

Options

"Contraptions" has eight options, or things you may do. They are Abracadabra, Pet the Dog, Clear, Reset, Help, Yes, No, Quit, Object Room, Balcony Room, and Weight.

- Abracadabra: Choose this option to set your contraption in motion.
- Pet the Dog: Choose this option to set your contraption in motion.
- Clear: Choose this option to clear all of the objects from the Balcony Room. They will reappear in the Object Room.
- Reset: Choose this option to return the objects in your contraption to their starting positions.
- Help: Choose this option to read Help screens.
- Yes: Choose this option to answer yes to any question.
- No: Choose this option to answer no to any question.
- Quit: Choose this option when you want to quit "Contraptions." The program will ask if you want to save your contraption. Choose Yes to save your contraption. Choose No to quit the program.

- Object Room: Choose this option to go to the Object Room.
- Balcony Room: Choose this option to go to the Balcony Room.
- Weight: Choose this option to see the weight of the object you hold. You must pick up an object to learn its weight.

Helpful Hints

If you have trouble making a contraption, you may look at hints on how the objects work, hazards you should avoid, and a successful contraption saved at different stages of construction.

To see these hints, do *not* put a data disk in the drive when the program asks for it. Leave the *Microzine* disk in the drive and press Return or Enter.

You'll see a list of Contraptions that are on the *Microzine* disk.

Contraptions named BEWARE show you setups you should avoid in your contraption.

Contraptions named HINT show you how objects work when used with other objects.

Contraptions named OBJECT show you a step-by-step construction of a successful contraption.

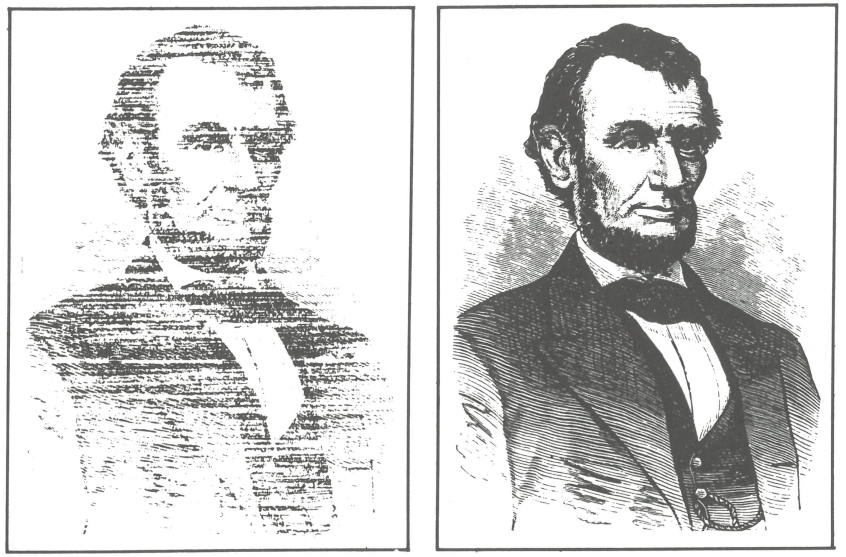
If you are completely stumped, choose IGIVEUP and press Abracadabra. You will see your friend safely rescued.

IGIVEUP shows you one way to rescue your friend. There is more than one way to build a successful contraption. Even if you peek at IGIVEUP, you may be able to find another way to rescue your friend.

Keep trying, and good luck!

DOUBLE VISION

A Visual Discrimination Feature



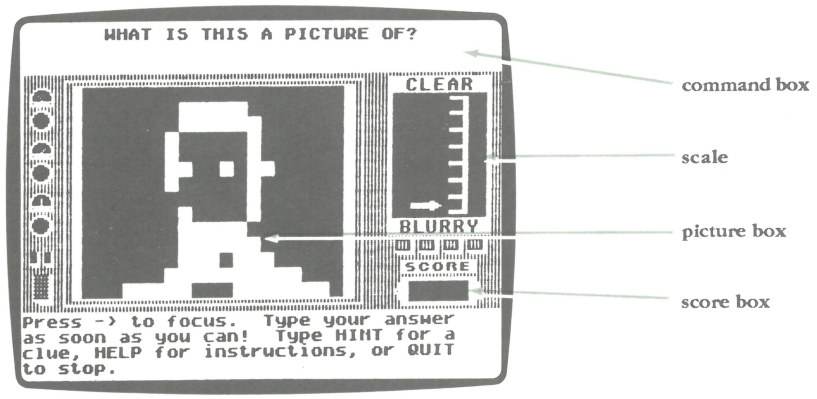
What You Will Find

In "Double Vision" you will look at a picture of something you've seen before. But you probably won't be able to recognize it, because it's blurry!

You will clear up the picture little by little until you can guess what it is. Here's a hint: the theme of the pictures is "Americana." The pictures may be of an historical figure, a place, or a thing that is distinctly American. There are 15 puzzles for you to solve. See if you can solve them all!

The "Double Vision" Play Screen

You will solve the puzzles on the "Double Vision" Play screen. This screen has a picture box, a scale, a score box, and a command box.


WHAT IS THIS A PICTURE OF?
CLEAR
BLURRY
SCORE
Press -> to focus. Type your answer as soon as you can! Type HINT for a clue, HELP for instructions, or QUIT to stop.
command box
scale
picture box
score box

The puzzle will appear in the picture box.

The scale is next to the picture box. It measures how clear a picture is. The scale is labeled Blurry at the bottom and Clear at the top. Each time you press the ⟶ key to clear the picture, the arrow on the scale will move up one notch. The scale has seven notches for each of the seven levels between Blurry and Clear.

Your score will appear in the score box below the scale. If you solve the puzzle without focusing it at all, you will get seven points. Your score drops one point each time you focus the picture.

You will type your answers, or the commands **HINT**, **HELP**, or **QUIT** in the command box.

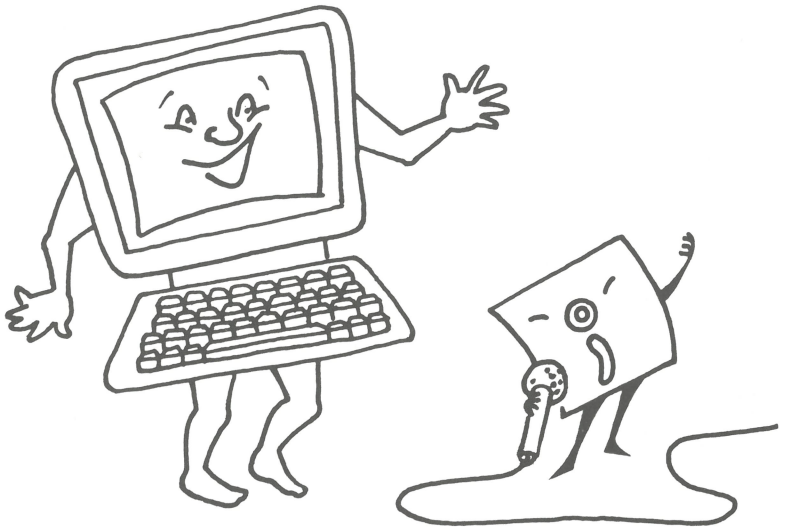
Options

"Double Vision" has three options or things you may do. They are Hint, Help and Quit.

- Hint: Type **HINT** to see a hint that will help you solve the puzzle. The hint will appear in the command box.
- Help: Type **HELP** to see the instructions at any time.
- Quit: Type **QUIT** to stop playing "Double Vision." The program will ask if you are sure you want to quit. Type **N**, and then press Return or Enter if you want to keep playing. Type **Y**, and then press Return or Enter if you want to quit.

COMPUTER STUFF

A Utility



What You Will Find

On the Computer Stuff MAIN MENU, you will find Copy a Program and Initialize a Disk.

COPY A PROGRAM

You may use any ProDOS copy utility to make copies of "Poster Maker" to share with your friends. Follow the directions on your copy utility to copy a disk.

INITIALIZE A DISK

Choose this function to initialize a data disk.

A data disk is a blank disk (or one that you don't mind erasing) that has been initialized by *Microzine*. Initializing a disk gets it ready to save your data for *Microzine*.

IMPORTANT: You may only use a data disk initialized by Computer Stuff with this issue of Microzine. *You may not use a data disk initialized by another ProDOS or MS-DOS utility.*

To initialize a data disk, use the Hand to choose Initialize a Disk and then press Return or Enter.

The program will tell you that you need a blank disk, or one you don't mind erasing. The Hand will be pointing to Next. Press Return or Enter.

The program will tell you to insert your blank disk. The program will tell you that the disk will be erased. It will ask, "Do you want to go ahead?" Use the Hand to point to Yes or No, and then press Return or Enter.

The program will initialize the disk. Then the Computer Stuff list of functions will appear. You now have a data disk. You may use it for "Poster Maker" or any Microzine feature that requires a data disk.

NOTE: Issues 1 through 26 of Microzine *require a DOS 3.3 data disk. Beginning with issue 27, each issue of* Microzine *that requires a data disk will require a ProDOS data disk for Apple computers or an MS-DOS data disk for MS-DOS computers.*

MICROZINE SCOPE & SEQUENCE CHART

CURRICULUM AREAS	POSTER MAKER	TOWARD THE NORTH STAR	CONTRAPTIONS	DOUBLE VISION
Reading		•		
Writing	•			
Math			•	
Science			•	
Social Studies		•		•
Fine Arts	•			
SKILLS				
Problem Solving			•	
Critical Thinking	•	•	•	•
Maps/Charts/Graphs	•	•		
Visual Discrimination	•	•	•	•
COMPUTER LITERACY				
Word Processing/Publishing	•			
Computation/Estimation			•	
Data Storage/Retrieval	•			
Programming				
Simulation		•		

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POSTER MAKER

***Microzine*'s Classroom Publishing Feature**

DIFFICULTY LEVEL: Challenging, **Average**, Easy

VOCABULARY PREVIEW: font, graphic, delete, clip art, background

SCHOOL ACTIVITIES

HISTORY/ART & DESIGN: Have students choose a period in history that they are familiar with. Then tell students to make posters to publicize an event which took place during that period. For example, students might make posters advertising the time and place of the Constitutional Convention, the first Thanksgiving, or the launch of the first Apollo spaceship.

Create a time-line poster gallery in your classroom by displaying students' finished posters in chronological order.

HOME ACTIVITIES

WRITING/ART & DESIGN: Have students write a short poem, saying, or slogan about something they enjoy doing, such as reading, or playing in the school band. Have them find graphics in magazines and newspapers that illustrate what they wrote, or ask them to draw their own pictures. Finally, have students create a poster with their poem, saying, or slogan and the graphics they found or drew themselves.

TOWARD THE NORTH STAR

A Twistaplot ™ Adventure

DIFFICULTY LEVEL: Challenging, **Average**, Easy

VOCABULARY PREVIEW: buzzard, cryptic, decode, imposter, recaptured, spectacles, vigilance, wretched

SCHOOL ACTIVITIES

SOCIAL STUDIES/RESEARCH: Have students choose one historical figure who was involved with the Underground Railroad, such as Harriet Tubman or Levi Coffin. Instruct students to use an encyclopedia or other reference books to research the person they chose.

Then have students write a short biography about the historical figure they researched. Suggest to students that they include in their reports the person's date of birth, date of death, and his or her role in the Underground Railroad.

LANGUAGE ARTS/CRITICAL THINKING: Divide students into small groups. Tell them to think of code names for everyday objects in the classroom, such as the blackboard, the computer, and the desks. Tell students to memorize the code names, and to communicate with each other in code for the rest of the day.

Set up a competition among the groups to crack the other groups' codes.

HOME ACTIVITIES

READING: Suggest that students go to your town or school library and take out a book of fiction or non-fiction about the Underground Railroad. Some selections they might enjoy are:

Claflin, Edward Beecher, *Sojourner Truth and the Struggle for Freedom*, New York: Barron, 1987.

Fritz, Jean, *Brady*, New York: Putnam Publishing Group, 1960.

Sterling, Dorothy, *Freedom Train: The Story of Harriet Tubman*, New York: Scholastic Inc. 1987.

Hints on solving "Toward The North Star:"

The hand signal means Safety.
Choose hand signal number 1.
The coded words in the first message are:
Safety, One Child, Food, Send, and Place.
The coded words in the second message are:
Conditions, Shipment, Fuel, and Station.
The first password is "A friend with friends."
The second password is "A friend with friends."
The lantern signal means Safety.
The third password is "A friend with friends."
The fourth password is "Moses sent me."
The fifth password is "Moses sent me."
The coded words in the third message are:
Safety, Change Directions, Runaways, and Place.

CONTRAPTIONS

A Critical Thinking Feature

DIFFICULTY LEVEL: **Challenging**, Average, Easy

VOCABULARY PREVIEW: contraption, fulcrum, abracadabra

SCHOOL ACTIVITIES

MATH: Have students make a chart of the "Contraptions" objects and their weights. Suggest that the objects be ordered from lightest to heaviest. Then using metric conversion formula, convert all the weights. Instruct students to put metric values in a column next to the English standard values.

SCIENCE: Divide students into small groups and have them construct examples of a chain reaction. Provide blocks, playing cards, and dominos for them to build chain reaction contraptions. Once their contraptions are complete, remove one piece. What happens to the contraption?

Discuss with students the cause and effect relationships in their contraptions. Then list together the cause and effect experiences they've had that day (for example, when the bell rings, students enter class; if it's raining, they use umbrellas).

RESEARCH: Have students go to the library to look up information on the American cartoonist, Rube Goldberg. Ask students to bring in copies of a Goldberg cartoon from books they find in the library and have them explain the contraption to the class.

HOME ACTIVITIES

ART & DESIGN: Have students draw pictures of new objects to substitute into "Contraptions." What other event or object could make the kangaroo jump besides the sound of a balloon popping? What else could cause the lever of the toaster to depress besides a bunny jumping on it?

DOUBLE VISION

A Visual Discrimination Feature

DIFFICULTY LEVEL: Challenging, Average, **Easy**

VOCABULARY PREVIEW: vision, Americana, blurry

SCHOOL ACTIVITIES

RESEARCH/LANGUAGE ARTS: Have each student research a different "Double Vision" graphic. Then have students prepare an oral presentation on their picture, describing how it fits the theme of "Americana."

MATH: Show students how to draw a line graph. Then have students graph the scores they received in "Double Vision," with the Y axis listing possible scores from one to seven and the X axis listing the names of the pictures. The picture names are:

Benjamin Franklin	Eagle	Smokey the Bear	Buffalo
Statue of Liberty	Native American	Hot Dog	Sandra Day O'Connor
Mount Rushmore	Abraham Lincoln	Harriet Tubman	Martin Luther King, Jr.
Uncle Sam	Apple Pie	Baseball and Glove	

HOME ACTIVITIES

ART/DESIGN: Have students draw a picture which combines several of the subjects of "Double Vision." Encourage the students to use their imagination.

For example, students might draw Martin Luther King, Jr. visiting the Statue of Liberty.

SECRET CODE

All of the messages in "Toward the North Star" are in a secret code. Use the chart below to keep track of the meaning of the code words you used.

CODE WORD	REAL MEANING

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TRAIT TRACE

How did you recognize the pictures in "Double Vision"? Use the chart below to list each of the pictures. Then list the characteristics that helped you recognize the picture. We've listed one picture to start you off.

PICTURE	CHARACTERISTICS
Uncle Sam	Hat, Beard

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